ARKANOID

TAITO
COIN-OP

GOLDEN
COIN-OP
Hot Shot

imagine
...the name
of the game

COMMODORE
64 · 128

ARKANOID

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THE GAME

The era and time of this story is unknown. After the mothership "Arkanoid" was destroyed, a spacecraft "Vaus" scrambled away, only to be trapped in the void . . . You control the Vaus and have to penetrate 32 levels and then confront the "Dimension Changer" whom you must destroy in order to reverse time and ressurect the "Arkanoid". Frantic action and split second timing combine to produce the most addictive and compulsive game.

LOADING

Position the cassette in your Commodore recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. Follow the screen instruction — PRESS PLAY ON TAPE. This program will then load automatically. For C128 loading type GO 64 (RETURN), then follow C64 instruction. When loading is complete press FIRE BUTTON to start.

CONTROLS

The game is controlled by Keyboard, Joystick, Neos Mouse or Paddle as follows.

KEYBOARD

Player one and Player two.
Left is left shift key
Right is right shift key
Fire is the spacebar

JOYSTICK

Player One in Port One
Player Two in Port Two or Port One when selected.

LEFT ◄————————————————► RIGHT

FIRE — Right Neos Mouse button.
Neos Mouse — as Joystick Ports.
Paddle is Port one for both players (must be using the CBM 64 dual Paddle).

HOW TO PLAY

You control the Vaus craft which can be moved left or right. Using your skills, you must deflect an energy bolt which will gradually break down the walls confronting you. Certain coloured bricks must be hit more than once and others are completely indestructable. Alien life forms descend at random to hinder you but are eliminated on contact with either the energy bolt or the Vaus craft.
You are aided in your attempts with energy Capsules which are hidden beneath

certain bricks and released upon their destruction. Each capsule has a different power and is denoted by a letter painted on its side. These are as follows:

S — Slows down the speed of the energy bolt, making it easier to position yourself.
C — Enables you to catch the bolt, move to the desired position and then fire.
E — Expands the Vaus craft, giving you more chance to deflect the bolt.
D — Disrupts the bolt into three separate components thereby giving you three times the effect.
L — Arms your Vaus with a laser allowing it to shoot bricks and aliens.
B — Breaks the section of the wall enabling your Vaus craft an alternative escape route to slip through to the next level.
P — Awards you an extra life.

STATUS AND SCORING

On screen scoring displays current score, hi-score, number of lives remaining and level attained.
Points are awarded between 50 and 120 for knocking out a brick, depending on the colour. Collecting a capsule is 1000 and hitting an alien scores 100 points.
Extra lives are awarded for collecting the "P" capsules.

HINTS and TIPS

★ If using the keyboard, pressing both shifts at the same time stops the Vaus; giving you a better reaction time.
★ The disruption capsule is of great use if your bolt is caught behind, or enclosed within, a wall.
★ The laser is most useful to break down the bricks which require a number of hits.
★ Using the very edge of your vaus to deflect the bolt will give you a much sharper angle — most useful for maneuvering it into restrictive places. ·
GOOD LUCK

This software product has been carefully developed and manufactured to the highest quality standards. Please read carefully the instructions for loading.
IF FOR ANY REASON YOU HAVE DIFFICULTY IN RUNNING THE PROGRAM, AND BELIEVE THAT THE PRODUCT IS DEFECTIVE, PLEASE RETURN IT DIRECT TO:
MR. YATES, IMAGINE SOFTWARE (1984) LIMITED, 6 CENTRAL STREET, MANCHESTER M2 5NS.
Our quality control department will test the product and supply an immediate replacement if we find a fault. If we cannot find a fault the product will be returned to you, at no charge. Please note that this does not affect your statutory rights.

CREDITS

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Graphics by Mark Jones.
Music by Martin Galway.
Produced by D. C. Ward.
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